

TILT
MICROLOISIRS
AMSTRAD/APPLE II/
ATARI ST/ATARI XL/COMMODORE 64/
COMMODORE 128/EXL 100/M.S.X./
ORIC-ATMOS/PC IBM ET COMPATIBLES/QL/
SPECTRUM/THOMSON/ZX 81
240 PAGES
DE LISTINGS
M3101-HS3-41 FRD
FRANCE : 41 F - BELGIQUE : 280 FB - SUISSE - 12 FS - CANADA : 6,50 $ CAN - MAROC : 51 DH - ESPAGNE : 950 PTAS

```
150 DATA"SUR LE ROCHER","DANS LES TOILETTES","SUR LE BUREAU","DANS LA PORCHERIE"
,"DANS L'EPOUVANTABLE ODEUR","SUR SES CHAUSSURES","DANS LE TELEVISEUR","SUR LES
WC"
160 A=INT(RND(1)*3):PRINT A
170 IF A=1 THEN RESTORE 40 ELSE RESTORE 50
180 IF A=1 THEN MAS =1 ELSE MAS=0
190 FOR F=1 TO INT(RND(1)*3)
200 READ A$
210 NEXT F
220 'LECTURE ADJECTIF
230 RESTORE 70
240 FOR F= 1 TO INT(RND(1)*14)
250 READ B$
260 NEXT F
270 IF MAS=0 THEN GOSUB 460
280 'SUJET M-F
290 IF MAS=1 THEN RESTORE 90 ELSE RESTORE 110
300 FOR F=1 TO INT(RND(1)*13)
310 READ C$
320 NEXT F
330 RESTORE 130
340 'VERBE
350 FOR F= 1 TO INT(RND(1)*12)
360 READ D$
370 NEXT F
380 RESTORE 150
390 'LIEUX
400 FOR F=1 TO INT(RND(1)*9)
410 READ E$
420 NEXT F
430 'AFFICAGE PHRASE
440 CLS:PRINT A$+" "+B$+" "+C$+" "+D$+" "+E$
450 IF INKEY$=""THEN GOTO 450 ELSE CLS:GOTO 160
460 'SP ACCORD M-F
470 R$=RIGHT$(B$,1)
480 IF R$="X" THEN O=LEN(B$):B$=LEFT$(B$,O-1):B$=B$+"SE":RETURN
490 B$=B$+"E":RETURN
```

ORIC

EPIDEMIE

Une grave maladie ravage la ville. Dans un premier temps, elle atteint la tête puis s'attaque au corps.
Vous avez six étapes pour lutter contre la maladie en détruisant les virus sans endommager les anticorps. Attention aussi aux vaisseaux sanguins !

```
10 REM****************************
14 REM* EPIDEMIE - R.JUHEL 1986 *
15 REM****************************
16 REM
18 PAPER1:INK0
19 POKE618,10
20 FOR I=0 TO 167
30 READ AA
40 POKE 46856+I,AA
50 NEXT
54 REM
55 REM HOMME
56 REM
60 DATA0,12,30,30,30,30,12,30
70 DATA1,7,15,15,15,13,13,13
80 DATA63,63,63,63,63,63,63,63
90 DATA32,56,60,60,60,44,44,44
100 DATA9,12,12,12,8,13,9,9
```

```
110 DATA36,12,12,12,4,44,36,36
120 DATA1,1,1,1,1,1,1,1
130 DATA63,63,51,51,51,33,51,51
140 DATA32,32,32,32,32,32,32,32
150 DATA1,1,1,1,7,31,0,0
160 DATA51,51,51,33,51,0,0,0
170 DATA32,32,32,32,56,62,0,0
174 REM
175 REM PARTICULES
176 REM
180 DATA 14,4,10,10,10,14,4,4
190 DATA 0,30,33,37,33,25,6,0
200 DATA0,12,18,18,12,51,0,0
210 DATA0,4,4,11,26,4,4,0
220 DATA32,32,47,28,28,4,4,4
230 DATA33,18,30,12,12,30,18,33
240 DATA63,51,45,29,21,29,45,21
250 DATA63,35,45,41,45,37,59,63
260 DATA49,59,53,53,53,49,59,59
270 GOTO3000
289 REM
290 REM VARIABLES
291 REM
300 A$(1)="cccccccc                    cccccccc":A(1)=10:B(1)=30
310 A$(2)="cccccccccc                cccccccccc":A(2)=12:B(2)=28
320 A$(3)="cccccccccccc            cccccccccccc":A(3)=14:B(3)=26
330 A$(4)="cccccccccccccc        cccccccccccccc":A(4)=16:B(4)=24
331 X=20:Y=20
332 PH=1:C=1:G=1000:GOSUB4000
333 PH=2:C=2:G=2000:GOSUB4000
334 PH=3:C=2:G=5000:Y=21:GOSUB4000
335 PH=4:C=3:G=6000::GOSUB4000
336 PH=5:C=3:G=10000:Y=22:GOSUB4000
337 GOTO5000
340 PV=100
450 FORI=1TO26:PRINTA$(1):NEXTI
500 K=1
504 REM
505 REM BOUCLE JEU
506 REM
510 FORI=1TO 30
520 PRINTA$(K)
521 IFSCRN(X,Y)<>32THENGOSUB2000
530 FOR F=1TOC:PLOTINT(RND(1)*(B(K)-A(K)+1)+A(K)),25,CHR$(INT(RND(1)*7)+110)
540 NEXTF
550 P=PEEK(#208)
555 W=X
560 IF P=172 THEN PLOT X,Y," ":X=X-1
570 IFP=188  THEN PLOT X,Y," ":X=X+1
575 IFW<>XANDSCRN(X,Y)<>32THENGOSUB2000
580 PLOT X,Y,"m"
590 IFPV>=GTHENRETURN
600 IFPV<=0THEN GOTO 6000
1530 NEXT
1535 PLOT3,23,"PT VIE:"
1536 PLOT3,25,STR$(PV)
1540 K=K+1
1550 IF K=5 THENK=1
1560 GOTO 510
1990 REM
2000 REM INSTRUCTIONS
2001 REM
2010 SC=SCRN(X,Y)
2020 IFSC=99THENPV=PV-100:RETURN
2030 IFSC<113THENPV=PV-(SC-109)*30-30:RETURN
2040 PV=PV+(SC-112)*10:RETURN
3000 REM
3010 CLS:PRINT:PRINT"TOP SECRET":PRINT
3015 PRINT"                       10 JANVIER 2004"
3016 PRINT
3020 PRINT"        RAPPORT EPIDEMIE"
3030 PRINT"        ----------------"
3040 PRINT:PRINT:PRINT
3050 PRINT"     LA SITUATION DEVIENT DE PLUS EN"
3060 PRINT"     PLUS CRITIQUE.LA MALADIE SE         PROPAGE A UNE ";
```

```
3070 PRINT"VITESSE FOLLE."
3080 PRINT"     TOUT LES SERUMS SE SONT REVE-         LES INUTILES.";
3090 PRINT"CEPENDANT IL NOUS         RESTE UNE MAIGRE CHANCE:"
3100 PRINT:PRINT"            STATUS I"
3110 PRINT:PRINT"       STATUS I EST UN SYSTEME EXPERI-        MENTAL.";
3120 PRINT"IL A ETE MIS AU POINT            AVANT QUE  L'EPIDEMIE NE  SE"
3130 PRINT"     DECLARE."
3140 PRINT:PRINT"                            DR.RIEUX"
3150 PRINT" <PRESSEZ UNE TOUCHE>"
3200 GETZ$
3210 FOR I=1  TO  30:PRINT:NEXTI
3215 CLS
3220 PRINT:PRINT"       MODE D'EMPLOI : STATUS I"
3230 PRINT:PRINT:PRINT"   <-:GAUCHE      ->:DROITE"
3240 PRINT:PRINT"VOUS ALLEZ VOUS DEPLACER DANS LES";
3245 PRINT"     ARTERES ET LES VAISSEAUX  ";
3250 PRINT"SANGUINS        D'UN MALADE."
3260 PRINT"SI VOUS GUERISSEZ LE MALADE ,SON SANG POURRA SERVIR A CREER UN SERUM
";
3270 PRINT" QUI    NEUTRALISERA LA MALADIE."
3280 PRINT:PRINT"LE SORT DU GENRE HUMAIN EST ENTRE VOS MAINS."
3290 PRINT:PRINT"POINTS DE VIE:"
3300 PRINT"A EVITER: n:-60 o:-90 p:-120 c:-100"
3310 PRINT"A DETRUIRE: q:10 r:20 s:30 t:40"
3400 PRINT:PRINT"<PRESSEZ UNE TOUCHE>":GETZ$:GOTO300
3990 REM
4000 REM DEBUT PHASE
4010 REM
4015 CLS
4020 PRINT:PRINT"       PHASE:";PH
4030 PRINT:PRINT"         a"
4040 PRINT"       bcd"
4050 PRINT"       ecf"
4060 PRINT"       ghi"
4070 PRINT"       jkl"
4080 PLOT11,2+C,STR$(PH)   :PLOT11,2+C,"<"
4090 PRINT:PRINT"POINT DE VIE NECESSAIRE:";G
4095 WAIT200
4100 PRINT:PRINT:PRINT:PRINT"<PRESSEZ UNE TOUCHE>":GETZ$:GETZ$:GOTO340
5000 REM GAGNE
5010 CLS:PRINT:PRINT" TOP SECRET"
5020 PRINT:PRINT"                        10 MARS 2004":PRINT
5030 PRINT"         RAPPORT EPIDEMIE"
5040 PRINT"         ----------------"
5050 PRINT:PRINT"       TOUT DANGER EST MAINTENANT"
5060 PRINT"     ECARTE.LA VIE VA POUVOIR":PRINT"     REPRENDRE SON COURS NORMAL
"
5070 PRINT"TOUT CELA NOUS LE DEVONS A UN MYSTERIEUX INCONNU";
5080 PRINT" QUI GRACE A SON HABILITE NOUS A SAUVE."
5090 PRINT:PRINT:PRINT"  BRAVO  ET  MERCI"
5100 PRINT:PRINT"                     DR.RIEUX"
5500 GOTO7000
6000 CLS:PRINT:PRINT"  PERDU":GOTO 7000
7000 INPUT"VOUS RECIDIVEZ (O/N)";A$
7010 IF  A$="O"THEN RUN
7020 END
```

MASTER DESIGN

Ce logiciel vous propose de dessiner vos propres personnages afin de réaliser des jeux d'aventures graphiques. Vous pouvez aussi créer des motifs qui serviront de toile de fond à l'histoire et il est possible, en prime, de garder le tout en mémoire !



```
4 REM*****************
5 REM* MASTER DESIGN *
6 REM* R.JUHEL 1986   *
7 REM*****************
8 REM
9 REM  **************
10 REM INITIALISATION
11 REM **************
12 CLS
13 POKE618,10
14 DIMA(100)
15 A=1:B=1
16 REM *********************
17 REM ENTREE DES PARAMETRES
18 REM *********************
19 INPUT"INSTRUCTIONS (O/N)";A$:IFA$="O"ORA$="OUI"THEN GOSUB810
20 INPUT" DESIREZ VOUS REDEFINIR PLUSIEURS      CARACTERES";A$
30 IF A$<>"O" AND A$<>"OUI" THEN INPUT"CODE ASCII";A(1):GOTO70
40 INPUT"NOMBRE DE CARACTERES DE GAUCHE A      DROITE (1-5)";A
50 IF A>5 OR A<1 THEN GOTO 40
60 INPUT"NOMBRE DE CARACTERES DE BAS EN HAUT    (1-3)";B
61 FOR J=1TO B
62 FOR I=1 TO A:Z=Z+1
63 PRINT "CARACTERE DE COORDONNEES ";"(";I;"-";J;")":INPUTA(Z)
64 NEXT
65 NEXTJ
70 CLS
73 FORI=0TO7:POKE46840+I,63:NEXTI
77 REM ************
78 REM MISE EN PAGE
79 REM ************
80 DOKE 18,48000:PRINT" 1     2     3     4     5      "
90 CLS
100 PLOT 2,0,"1":PLOT2,8,"2":PLOT2,16,"3"
110 PLOT2,26,"<F>FIN <E>EFFACE <I>INVERSE"
120 MX=2+A*6:MY=8*B-1
121 REM ********************
122 REM TRACE DES CARACTERES
123 REM ********************
129 Z=0
130 FOR J=1TOB
140 FORI=1TOA
145 Z=Z+1
146 E=A(Z)-97:E=E*8:E=46856+E
158 FORK=0TO7
160 F=E+K:P=PEEK(F):M=64
```

```
162 FORL=0TO5:M=M/2
163 IFP-M>=0THENP=P-M:PLOT3+L+(I-1)*6,K+(J-1)*8,"£"
164 NEXTL:NEXTK:NEXTI:NEXTJ
190 X=3:Y=0
195 SC=SCRN(X,Y)
197 REM ****************
198 REM BOUCLE PRINCIPALE
199 REM ****************
200 GETP$
215 G=0
216 C=X:D=Y
220 IF P$="Z"AND X>3 THEN X=X-1:G=1
230 IF P$="X"AND X<MX THEN X=X+1:G=1
240 IF P$="'"AND Y>0 THEN Y=Y-1:G=1
250 IF P$="/"AND Y<MY THEN Y=Y+1:G=1
280 IF P$="C"AND SC=32 THEN SC=95:GOTO300
290 IF P$="C"AND SC=95 THEN SC=32
300 IF G=1 THEN PLOTC,D,CHR$(SC):SC=SCRN(X,Y)
310 PLOT X,Y,"*"
320 IF P$="I"THEN GOTO 410
330 IFP$="E"THENGOTO470
400 IF  P$<>"F" THEN GOTO 200
401 PLOTX,Y,CHR$(SC):GOTO600
404 REM *******
405 REM INVERSE
406 REM *******
410 XA=INT((X-3)/6):YA=INT(Y/8)
415 PLOTX,Y,CHR$(SC)
420 FOR I=(3+XA*6) TO (8+XA*6)
430 FOR J=YA*8 TO (YA*8+7)
440 IF SCRN(I,J)=95 THEN PLOTI,J," "ELSE PLOTI,J,"£"
444 REM ******
445 REM EFFACE
446 REM ******
450 NEXTJ:NEXTI
460 GOTO195
470 XA=INT((X-3)/6):YA=INT(Y/8)
480 FOR I=(3+XA*6) TO (8+XA*6)
490 FOR J=YA*8 TO (YA*8+7)
500 PLOTI,J," "
510 NEXTJ:NEXTI
520 GOTO195
597 REM ***************************
598 REM REDEFINITION DES CARACTERES
599 REM ***************************
600 Z=0
610 FOR J=1TOB
620 FORI=1TOA
630 Z=Z+1
640 E=A(Z)-97:E=E*8:E=46856+E
650 FORK=0TO7
660 F=E+K:P=0 :M=64
670 FORL=0TO5:M=M/2
680 IFSCRN(3+L+(I-1)*6,K+(J-1)*8)<>32 THEN P=P+M
690 NEXTL:POKEF,P:NEXTK:NEXTI:NEXTJ
182 REM *(*********************
695 REM AFFICHAGE DES 8 OCTETS
696 REM **********************
700 Z=0:CLS
710 FORJ=1TOB
```

```
720 FORI=1TOA
725 Z=Z+1
730 PLOT3+(I-1)*6,(J-1)*8,CHR$(A(Z))
740 E=A(Z)-97:E=E*8:E=46856+E
750 FORK=0TO7
760 PLOT4+(I-1)*6,(J-1)*8+K,STR$(PEEK(E+K))
780 NEXTK:NEXTI:NEXTJ
790 PLOT3,26,"<PRESSEZ SPACE>":GETZ$:IFZ$=" "THEN RUN ELSE GOTO790
804 REM ************
805 REM INSTRUCTIONS
806 REM ************
810 CLS
820 PRINT:PRINT"            MASTER DESIGN":PRINT
830 PRINT"A CHAQUE CARACTERE CORRESPOND DES COORDONNEES SUR L'ECRAN"
840 PRINT"ABCISSE (1-5),DE GAUCHE A DROITE."
850 PRINT"ORDONNEE (1-3),DE HAUT EN  BAS."
860 PRINT"A CHAQUE CARACTERE CORRESPOND AUSSI UN CODE ASCII (EX:A=65)."
870 PRINT"(MANUEL ATMOS P.263)
880 PRINT:PRINT"<E>EFFACE":PRINT:PRINT"<I>INVERSE":PRINT
890 PRINT"<F>FIN
900 PRINT:PRINT"Z:GAUCHE  X:DROITE  C:INVERSE LE POINT":PRINT
910 PRINT"':HAUT  /:BAS"
1012 GETZ$: CLS:RETURN
```

ORIC

ZAXXON

Un jeu d'arcade réalisé en trois dimensions qui vous entraîne dans un univers de guerre apocalyptique. Votre mission : sauver le monde des envahisseurs en détruisant leurs vaisseaux et leurs réservoirs d'essence...

```
10 REM*******************************
11 REM* ZAXXON    R.JUHEL 1986      *
12 REM*******************************
13 REM
14 REM*******************************
15 REM* REDEFINITION DES CARACTERES *
16 REM*******************************
17 POKE618,10: CLEAR:PAPER3:
   A=1:F=30:W=10
20 FOR I=0 TO199
30 READZ
40 POKE46856+I,Z
50 NEXT
60 DATA0,0,4,7,24,14,1,0
70 DATA0,14,20,36,4,4,52,28
80 DATA0,0,0,7,15,1,0
90 DATA0,0,0,12,56,56,48,0
100 DATA0,0,0,0,0,0,0,3
110 DATA0,0,0,0,3,12,48,0
120 DATA2,28,56,0,0,0,0,0
130 DATA0,0,0,0,12,28,8,0
140 DATA0,0,3,4,8,16,16,24
150 DATA0,60,2,3,1,3,5,9
160 DATA23,16,24,23,16,16,8,7
170 DATA51,5,9,49,2,6,8,56
180 DATA0,0,3,7,15,31,31,31
190 DATA0,60,62,63,63,63,61,57
200 DATA0,0,10,4,14,14,4,0
210 DATA0,0,7,25,33,33,38,56
220 DATA62,49,47,44,58,41,37,55
230 DATA0,0,32,16,8,60,34,17
240 DATA45,44,58,41,37,51,45,44
250 DATA15,41,57,47,41,25,15,41
260 DATA26,9,5,3,1,0,0,0
270 DATA57,47,41,25,15,41,25,15
280 DATA0,0,17,31,15,7,3,2
290 DATA0,0,0,34,62,60,48,0
300 DATA35,28,35,28,35,28,35,28
304 REM*******************************
305 REM  BRANCHEMENT A 10000=ENVOIE
    DES INSTRUCTIONS
306 REM*******************************
310 GOSUB10000
```

```
314 REM******************************
315 REM INPLATATION  DU  DECOR =>PISTE.INDICATIONS)
316 REM******************************
320 PLOT4,4,"ababab"
495 J=35
500 FOR I=1 TO16
510 J=J-2
520 PLOT J,I,"efg"
530 NEXT
535 K=36
540 FOR I=10TO25
550 K=K-2
560 PLOTK,I,"efg"
570 NEXT
580 PLOT4,2,"SCORE:"
590 PLOT15,24,"FUEL:<<<<<<<<<<"
800 REM MEMORISATION     DES    VARIABLES
900 X=5:Y=20:C=1:D=1:E=1:H=1:A=1:GO=1:LI=1
910 PLOTX,Y,"ab"
997 REM******************************
998 REM  BOUCLE PRINCIPALE DU JEU **
999 REM******************************
1000 REPEAT
1001 IFA=2THENPLOTR,S," "
1002 IF R>20 THEN A=1
1005 PLOT10,2,STR$(SC)
1006 IFSCRN(X,Y)<>97 THEN 3000
1007 IFSCRN(X+1,Y)<>98 THEN 3000
1008 REM AU DESSUS
1010 IF PEEK(#208)=174ANDX>3THENPLOTX,Y,"  ":PLOTX,Y+1,"  ":X=X-1:Y=Y-1
1020 IFPEEK(#208)=170ANDX<7THENPLOTX,Y,"  ": PLOTX,Y+1,"  ":X=X+1:Y=Y+1
1030 PLOTX,Y,"ab":PLOTX,Y+1,"cd"
1100 IFB=6AND C=1THENT=INT(RND(1)*6)+2:C=2:U=35
1110 IF C=2 THEN PLOT U,T,"  ":PLOTU,T+1,"  "
1115 U=U-2:T=T+1
1120 IF C=2 AND U<3THENC=1
1130 IFC=2THENPLOTU,T,"ij":PLOTU,T+1,"kl"
1200 IFB=3 AND D=1THENL=INT(RND(1)*6)+2:D=2:Q=35
1210 IF D=2 THEN PLOTQ,L,"  ":PLOTQ,L+1,"  "
1220 Q=Q-2:L=L+1
1225 IF D=2 AND Q<3THEND=1
1230 IF D=2 THEN PLOT Q,L,"mn":PLOTQ,L+1,"kl"
1290 IF E=2 THENPLOTM,N,"  ":PLOTM,N+1,"  ":PLOTM,N+2,"  "
1300 IF E=1AND B=10 THEN M=35:N=INT(RND(1)*6)+2:E=2
1310 M=M-2:N=N+1 .
1320 IF E=2AND M<3 THEN E=1:B=0
1330 IF E=2THEN PLOTM,N,"qr":PLOTM,N+1,"st":PLOTM,N+2,"uv"
1390 IF LI=2THEN PLOTGH,GK," "
1400 PL=PL+1
1410 IFPL=220ANDLI=1THENGH=35:GK=INT(RND(1)*6)+2:LI=2
1420 IF LI=2 THENGH=GH-2:GK=GK+1
1425 IFLI=2ANDGH<2 THENLI=1:PL=0
1430 IF LI=2 THEN PLOTGH,GK,"y"
1500 B=B+1
1600 G=G+1
1605 IF H=2 THEN PLOTO,P," "
1610 IF H=1 AND G>30  THEN O=35:P=INT(RND(1)*7)+2:G=0 :H=2
1615 O=O-2:P=P+1
1616 IFO=XANDP=YTHENPLOT15,24,"FUEL:<<<<<<<<<<":F=30:G=0:H=1
1617 IFO=X+1ANDP=YTHENPLOT15,24,"FUEL:<<<<<<<<<<":F=30:G=0:H=1
1618 IFO=X+1ANDP=Y-1THENPLOT15,24,"FUEL:<<<<<<<<<<":F=30:G=0:H=1
1620 IFO<2 THEN H=1
```

```
1630 IF H=2THEN PLOTO,P,"p"
1690 IF GO=2 THEN PLOTOO,CO,"  "
1700 IFQ<18AND M<18ANDU<18AND GO=1THENGO=2:B=0:OO=35:CO=INT(RND(1)*6)+2
1710 IF GO=2 THEN OO=OO-4:CO=CO+2
1715 IF OO<2 THEN GO=1
1740 IF GO=2THEN PLOT OO,CO,"wx"
1810 IF R>20 THEN A=1
1815 :IFA=2 AND SCRN(R,S)<>32 THEN EXPLODE:A=1:GOSUB4000
1820 IF PEEK(#208)=132THEN R=X:S=Y:A=2:ZAP
1830 IF A=2 THEN R=R+2:S=S-1
1840 IFA=2 AND SCRN(R,S)<>32 THEN EXPLODE:A=1:GOSUB4000
1850 IF A=2 THEN PLOT R,S,"h"
1980 F=F-0.1
1990 PLOTF,24," "
1991 IF F<=21 THEN 3000
2000 UNTIL X=89
2001 REM****************************
2002 REM FIN DE LA BOUCLE  DU JEU **
2003 REM****************************
2004 REM
2997 REM****************************
2998 REM GESTION DES VIES PERDUES **
2999 REM****************************
3000 II= SCRN(X,Y):IJ=SCRN(X+1,S)
3001 POKE(#208),0
3100 :        :PLOTX,Y,"**":WAIT15:PLOTX,Y,"  ":F=30:W=W-2
3110 IFW=4THENCLS:INPUT"VOUS RECIDIVEZ";A$:IFA$<>"O"THEN3110ELSERUN
3200 WAIT200
3205 CLS
3210 PLOT4,4,"ababab":PLOTW,4,"       "
3500 GOTO495
3900 REM****************************
3901 REM** GESTION DES BATIMENTS  *
3902 REM** DETRUITS.              *
3903 REM****************************
4000 IFO=(XORX+1)ANDP=YTHEN:PLOTO,P," ":H=1
4010 IFR=OOORR=OO+1ANDS=COTHENPLOTOO,CO,"    ":GO=1:SC=SC+5000
4011 IFR=OO-2ORR=OO-1ANDS=CO+1THENPLOTOO,CO,"    ":GO=1:SC=SC+1000
4020 IFR=UORR=U+1ANDS=T+1ORS=TTHENPLOTU,T,"  ":PLOTU,T+1,"  ":C=1:SC=SC+1000
4025 IFR=QORR=Q+1ANDS=L+1ORS=LTHENPLOTQ,L,"  ":PLOTQ,L+1,"  ":D=1:SC=SC+2000
4030 IFR=MORR=M+1ANDS=N+2THEN A=1
4040 IFR=GHAND S=GKTHENLI=2:PLOTGH,GK," ":SC=SC+10000:PL=0
4500 RETURN
5990 END
6001 PING
6050 RETURN
6060 END
6999 REM ****************
7000 REM * INSTRUCTIONS *
7001 REM ****************
10000 CLS:PAPERO:INK3
10010 PRINT:PRINTCHR$(27);"N";"      ab ZAXXON ab"
10020 PRINTCHR$(27);"N";"      ab ZAXXON ab"
10030 PRINT:PRINT:PRINT:PRINT:PRINT:PRINT"A>OBLIQUE GAUCHE"
10040 PRINT"Z>OBLIQUE DROITE"
10050 PRINT"<ESPACE>>TIR
10060 PRINT:PRINT:PRINT "ij 1000  mn 2000   wx 5000   y 10000"
10065 PRINT"kl        kl "
10070 PRINT:PRINT"qr INDESTRUCTIBLE":PRINT"st":PRINT"uv"
10080 PRINT:PRINT:PRINT"p RESERVE DE CARBURANT"
10100 GETA$
10110 CLS
```

```
10200 RETURN
10299 REM *******
10300 REM * FIN *
10301 REM *******
```

ORIC

EDDY LODE

Collectez vingt trésors qui ressemblent à des paquets cadeaux sans vous faire prendre par les ennemis qui sont à vos trousses. Trois tableaux pour vous exercer à la voltige, grimper aux échelles, descendre dans des trous de gruyère...

```
0 '*************
1 '* EDDY LODE *
2 '* R.JUHEL   *
3 '*************
4 '
5 PH=1
6 A(1)=65:A(2)=90:A(3)=60:A(4)=62:A(5)=77:ZT=700
8 GOSUB1040
10 POKE618,10:CLS:PRINT:PAPER0:INK6
14 DOKE18,48000:PRINT" MICROJEUX  - EDDY LODE - R.JUHEL     "
20 CLS:PRINT:PRINT"              MENU":PRINT"              ----"
30 PRINT:PRINT:PRINT" <1> INSTRUCTIONS"
40 PRINT" <2> JOUER"
50 GETZ$:IFZ$="1"THEN GOSUB12010
60 CLS
100 BO=21:LE=1:GOSUB2000:GOSUB1300:GOSUB11510:GOSUB500
101 CLS
110 BO=17:LE=2:GOSUB3000:GOSUB1300:GOSUB11510:GOSUB500
111 CLS
120 BO=17:LE=3:GOSUB4000:GOSUB1300:GOSUB11510:GOSUB500
130 PRINT"BRAVO":GETZ$
140 PRINT"LE TEMPS  EST DIMINUE DE 50 UNITES."
150 PRINT"DEPECHEZ VOUS!!!!"
155 ZT=ZT-50
160 WAIT100:GETZ$
170 GOTO60
499 '**************
500 '* BOUCLE JEU *
501 '**************
510 GOSUB 1300
520 T=ZT
590 XY=48963:W=32:DI=1:G=1
591 XY(1)=48163:XY(3)=48554:L=1:DI(1)=1:DI(3)=3:C(1)=32 :C(3)=32
595 PLOT35,25,STR$(LE)
600 REPEAT:P=PEEK(#208):IFP<>56THENPOKEXY,W
601 X1=PEEK(XY-40):X2=PEEK(XY):X3=PEEK(XY+40)
602 IFX1=107ORX2=106THEN610
603 IFX3=107THENPOKEXY,32:XY=XY+40:W=107:XC=1:GOTO665
604 IFX3=108THENBO=BO-1:X3=32:W=32:SC=SC+100:G=1
605 IFX3=32THENPOKEXY,W :XY=XY+40:W=32:DI=1:GOTO680
610 IFP=188ANDPEEK(XY+1)<>105THENXY=XY+1:DI=1
620 IFP=172ANDPEEK(XY-1)<>105THENXY=XY-1:DI=3
630 IFP=180ANDX3<>(105AND107)THENXY=XY+40:DI=5:IFDI<>106THENDI=1
640 IFP=156AND((X1<>105ANDW=106)ORX1=106)THENXY=XY-40:DI=5:IFX1<>106THENDI=1
```

```
665 IFP<>56THEN W=PEEK(XY)
666 IFW=108THENBO=BO-1:W=32:SC=SC+100:G=1
670 IFPEEK(XY-40)=107THENDI=7
680 POKEXY,(96+DI+R)
690 L=-L:A=L+2:F=2-L:POKEXY(F),C(F)
692 IFXY(1)=XYORXY(2)=XYTHEN GOTO7000
693 IFXY>XY(A)+40ANDPEEK(XY(A)+40)<>105THEND=40:GOTO720
696 IFXY<XY(A)-40ANDPEEK(XY(A)-40)<>105THEND=-40:GOTO720
699 IFXY>XY(A)ANDPEEK(XY(A)+1)<>105THEND=1:DI(A)=1:GOTO720
700 IFXY<XY(A)ANDPEEK(XY(A)-1)<>105THEND=-1:DI(A)=3:GOTO720
710 D=0
720 POKEXY(A),C(A):XY(A)=XY(A)+D:C(A)=PEEK(XY(A)):POKEXY(A),(96+DI(A)+R(A))
730 IFR(A)=0THENR(A)=1ELSER(A)=0
740 IFXY(1)=XYORXY(3)=XYTHEN7000
780 IFG=1THEN PLOT8,25,STR$(SC):G=0
785 T=T-1:PRINTà21,25;STR$(T);"  ":IFT=0THEN 7000
789 IFR=0THENR=1ELSER=0
790 UNTILBO=0
800 RETURN
804 '*************
805 '* FIN BOUCLE *
806 '*************
1000 '
1039 '********************************
1040 '* REDEFINITION DES CARACTERES *
1041 '********************************
1050 FORI=0TO111:READZ:POKE46856+I,Z:NEXT:RETURN
1199 '**************
1200 '* BAS D'ECRAN *
1201 '**************
1300 PLOT2,24,"iiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiii"
1320 PLOT2,25,"SCORE:iiiiii TIME:iiiiii LEVEL:ii":RETURN
1996 '************
1997 '* TABLEAU 1 *
1998 '************
2000 PRINT: PRINT"iiiiiiiiikkkiiiiiiiii       iiiiii"
2001 PRINT"i      l         l     j l     iii"
2002 PRINT"i iiijiiii    iiiiiiiii jiiiiii  ii"
2003 PRINT"i    j      j   l iiiii j    ii   i"
2004 PRINT"iii  j  iiiijiiii   iii j     il  i"
2005 PRINT"ii   j      j        ii j  iiiiii i"
2006 PRINT"ii   j      j kkkkkkkk  j         i"
2007 PRINT"ii l j      j           j l j  iiii"
2008 PRINT"iiii j iiiiiji        iijiiij  l  i"
2009 PRINT"ii   j  iiiij           j   j iiiji"
2010 PRINT"ii   j    iij l   iiiii j   j    ji"
2020 PRINT"ii   jl    ijiiii   i   j   j    ji"
2021 PRINT"iiiiiii    ij   i l     jiiiiii  ji"
2022 PRINT"i      kkk  j   iii iii j        ji"
2023 PRINT"i        j  j   i  l   lj   l    ji"
2024 PRINT"i iiiii  jiiii  i ii  iij   iiii ji"
2025 PRINT"i  l     j    l ii  l   jiiiiiiiji"
2026 PRINT"iijii    j    ii  iiii  ji  j l  ji"
2027 PRINT"i        j kkkkkk      jji  jiii ji"
2028 PRINT"i   l    j             jji  jl   ji"
2029 PRINT"iiiiiiiiii      iiiiiijjiiiiiiiiji"
2030 PRINT"i                      jji       ji"
2031 PRINT"i                       ji  l    ji"
2050 RETURN
2996 '************
2997 '* TABLEAU 2 *
2998 '************
3000 PRINT:PRINT"i               kkkkkkkk           i"
3001 PRINT"i     l                     i"
```

```
3002 PRINT"iijiiiiiiijii                   l   i"
3003 PRINT"i j       j            iiiijiiiii  i"
3004 PRINT"i j       j                j       i"
3005 PRINT"i j       j                j    l ii"
3006 PRINT"i j           kkkkkkk      j   iii i"
3007 PRINT"i       l                  j       i"
3008 PRINT"i iiiijiiiiii           l j        i"
3009 PRINT"i     jkkkkkkkkkkkkkkiiiiiiiiiiii  i"
3010 PRINT"i l   j       l                    i"
3011 PRINT"iiii  j l   iiij       l           i"
3012 PRINT"i     j iii  iiij  iiiiiiiiiijiiiii"
3013 PRINT"i     j      iiij             j    i"
3014 PRINT"i     j      iiij l           j    i"
3015 PRINT"iiiiiiii  l iiiiiiiiiijiiiiiii     i"
3016 PRINT"i         ii          j            i"
3017 PRINT"i                l    j         l  i"
3018 PRINT"ii iiiiiiiijiiiiiiiiiij      iiiiii"
3019 PRINT"i  l         jkkkkkkkkkkj          i"
3020 PRINT"i iii     l j         j   l        i"
3021 PRINT"i      jiiiiii         iiiiiiij    i"
3022 PRINT"i      j            l          j   i"
3023 RETURN
3996 '************
3997 '* TABLEAU 3*
3998 '************
4000 PRINT:PRINT"ikkkkkkkkkkj      l          j   i"
4001 PRINT"i           jiiiiijiii        j li"
4002 PRINT"i l         j    ij          jiii"
4003 PRINT"iiii    jiiiii     j  iiii     j  i"
4004 PRINT"i       j         ij   iiiii    j  i"
4005 PRINT"i     iijiiiiii   ijiii  iiii   j  i"
4006 PRINT"ij l ilj     i    ij    l  iii  j  i"
4007 PRINT"ijii ijii iiii    ijiiiii iiiiiii  i"
4008 PRINT"iji  iji    jikkkij                i"
4009 PRINT"iji  iji  iiji    ij  iiiiiiiiiiiiii"
4010 PRINT"iji  ij l i jii   ij      kkkjkk   i"
4020 PRINT"iji  iijiii ji l ij  l       j    li"
4030 PRINT"iji         ji i ij iiiii    j  iiii"
4040 PRINT"iji iiiiiiiiii    ij  iiii   j   iii"
4050 PRINT"ij            l  ij    ii    j    ii"
4051 PRINT"ij          ijii ij          j l   i"
4052 PRINT"ij            j  ij    i    iiiijii"
4053 PRINT"iiiiiiiiiiii jiiiij  l           j i"
4054 PRINT"i kkkkkkkkkkj    ij iiiiiiii     j i"
4055 PRINT"il            j  ij              lj i"
4056 PRINT"ii            j  ij l  i  l     ii i"
4057 PRINT"i             j  ijiiiii iiii      i"
4058 PRINT"i             j  ij       iiiiiiiiii"
4060 RETURN
7000 CLS:PRINT" PERDU":PRINT:PRINT
7005 PRINT"VOTRE SCORE":SC
7010 GETZ$:RUN
8800 RETURN
9999 '*******************
10000 '* DATA CARACTERES *
10001 '*******************
10100 DATA6,4,30,7,6,30,18,3
10110 DATA6,4,14,22,7,14,20,6
10120 DATA24,8,30,56,24,30,18,48
10130 DATA24,8,28,26,56,28,10,24
10140 DATA45,41,63,45,45,43,43,49
10145 DATA45,41,63,45,45,43,43,49
10146 DATA45,41,62,12,12,20,36,40
10147 DATA45,37,31,12,12,10,9,5
```

```
10160 DATA59,59,59,0,47,47,47,0
10170 DATA33,63,33,63,33,63,33,63
10180 DATA0,0,0,0,0,0,0,63
10190 DATA0,0,0,54,54,0,54,54
10200 DATA12,12,28,47,12,12,18,33
10210 DATA0,0,0,0,0,0,0,0
11499 '*********
11500 '* CADRE *
11501 '*********
11510 PLOT2,0,"iiiiiiiiiiiiiiiiiiiiiiiiiiiiiii"
11512 PLOT2,24,"iiiiiiiiiiiiiiiiiiiiiiiiiiiiiiii"
11513 RETURN
11999 '****************
12000 '* INSTRUCTIONS *
12001 '****************
12010 CLS:PRINT:PRINT" INSTRUCTIONS":PRINT
12020 PRINT"     a > VOUS MEME."
12030 PRINT"     l > TRESOR A RECUPERER."
12040 PRINT"     m > ENNEMIS A EVITER":PRINT"       ATTENTION ILS SE DEPLACENT";
12045 PRINT" DANS        L'ESPACE."
12050 PRINT:PRINT
12060 PRINT" a    j  kkkk "
12070 PRINT"iii  f    h   "
12080 PRINT"      j "
12090 PRINT:PRINT"-----------------------------------"
12100 PRINT" VOTRE TEMPS EST LIMITE."
12110 PRINT" IL Y A 3 TABLEAU DIFFERENTS."
12115 PRINT" LES DEPLACEMENTS S'EFFECTUENT":PRINT" AVEC LES FLECHES."
12120 PRINT" BONNE CHANCE."
12130 PRINT: PRINT" <PRESSEZ UNE TOUCHE>"
12140 GETZ$:RETURN
12999 '*******
13000 '* FIN *
13001 '*******
```

ORIC

CATERPILLAR

Ce logiciel propose cinq tableaux de difficulté croissante. Une chenille se promène dans un labyrinthe où elle doit collecter le plus de pilules d'énergie possible. Mais attention, si elle se mord la queue, elle meurt !

```
 0 REM***************
 1 REM* CATERPILLAR *
 2 REM***************
 3 REM R.JUHEL
 4 PAPER4:INK7
 5 GOSUB5000
 6 '******************
 7 '* INITIALISATION *
 8 '******************
 10 POKE618,10: CLS:GOSUB6000:CLEAR
 20 TI=500:DIMX(30):DIMY(30):GOTO1000
```

```
29 '************
30 '* CONTOURS *
31 '************
40 CLS:PRINT
50 PRINT"ZZZZZZZZZZZZZZZZZZZZZZZZZZZZZZZZZZZZZZ"
60 FORI=1TO21:PRINT"Z                                    Z":NEXT
70 PRINT"ZZZZZZZZZZZZZZZZZZZZZZZZZZZZZZZZZZZZZZ"
80 RETURN
89 '**************
90 '* OBSTACLE 1 *
91 '**************
100 FORI=0TO3:PLOTA,B+I,"ZZZZ":NEXT:RETURN
109 '**************
110 '* OBSTACLE 2 *
111 '**************
120 FORI=0TO3:PLOTA,B+I,"Z":NEXT:PLOTA+1,B,"ZZZ":RETURN
129 '**************
130 '* OBSTACLE 3 *
131 '**************
140 PLOT A+2,B,"ZZZZ":PLOTA+1,B+1,"ZZZZZZ":PLOTA,B+2,"ZZZZZZZZ"
150 PLOT A+2,B+5,"ZZZZ":PLOTA+1,B+4,"ZZZZZZ":PLOTA,B+3,"ZZZZZZZZ"
160 RETURN
169 '**************
170 '* OBSTACLE 4 *
171 '**************
180 FORI=0TO3:PLOTA,B+I,"Z":NEXT:PLOTA+1,B+3,"ZZZ":RETURN
190 RETURN
199 '**************
200 '* OBSTACLE 5 *
201 '**************
210 FORI=0TO3:PLOTA+3,B+I,"Z":NEXT:PLOTA,B,"ZZZZ":RETURN
219 '**************
220 '* OBSTACLE 6 *
221 '**************
230 FORI=0TO3:PLOTA+3,B+I,"Z":NEXT:PLOTA,B+3,"ZZZZ":RETURN
250 RETURN
399 '*************
400 '* TABLEAU 1 *
401 '*************
403 GOSUB30
405 FORB=3TO20STEP7
410 FORA=4TO35STEP7:GOSUB90:NEXTA
420 NEXTB
450 FORN=2TO26STEP5:FORM=3TO37STEP7:PLOTM,N,"[":NEXTM,N:RETURN
454 '*********
455 '* DECOR *
456 '*********
460 D=4:N=5:TE=TI
470 FORI=1TO5:X(I)=8-I:Y(I)=2:NEXT:FORI=1TO4:PLOTX(I),Y(I),"\":NEXT
490 PLOT3,25,"TEMPS:            SCORE:"
495 J=1
497 '**************
498 '* BOUCLE JEU *
499 '**************
500 REPEAT
501 TE=TE-1:IFTE=0THENGOTO700
502 PLOT10,25,STR$(TE)+"  ":PLOT28,25,STR$(SC)
510 P=PEEK(#208)
515 IFP=188THEND=4
520 IFP=172THEND=2
530 IFP=180THEND=3
```

```
535 IFP=156THEND=1
536 XC=X(N):YC=Y(N)
537 II=0
540 FORI=NTO2STEP-1:X(I)=X(I-1):Y(I)=Y(I-1):NEXT
541 GOSUB600:W=SCRN(X(1),Y(1))
542 IFW=91ANDJ=1THENN=N+1:X(N)=XC:Y(N)=YC:BO=BO-1:SC=SC+10:J=0:II=1
543 IFW=91ANDII=0ANDJ=0THENSC=SC+10:J=1:BO=BO-1
547 IFW<>91ANDW<>32THEN700
550 PLOTX(1),Y(1),"%"
555 PLOTX(N),Y(N)," "
599 UNTILBO=0:RETURN
600 IFD=5THEND=1
605 IFD=0THEND=4
610 IFD=1THENY(1)=Y(1)-1:RETURN
620 IFD=2THENX(1)=X(1)-1:RETURN
630 IFD=3THENY(1)=Y(1)+1:RETURN
640 IFD=4THENX(1)=X(1)+1:RETURN
644 '****************
645 '* FIN DE PARTIE *
646 '****************
650 CLS:PRINT"BRAVO....":
660 PRINT"vous voyez tout arrive."
670 GOTO710
700 CLS:PRINT" C'EST FINI ,MAIS IL FAUT PERCEVERER."
705 PRINT" VOTRE SCORE EST ";SC
710 INPUT" vous recidivez (O/N)";O$:IFO$="O"THENRUN ELSE CLS:END
789 '************
790 '* TABLEAU 2 *
791 '************
800 CLS: GOSUB30
810 FORA=5TO37STEP12:FORB=3TO20STEP10:GOSUB110:NEXTB,A
820 FORA=9TO37STEP12:FORB=3TO20STEP10:GOSUB200:NEXTB,A
830 FORA=5TO37STEP12:FORB=7TO20STEP10:GOSUB170:NEXTB,A
840 FORA=9TO37STEP12:FORB=7TO20STEP10:GOSUB220:NEXTB,A
850 FORM=3TO39STEP7:FORN=2TO22STEP10:PLOTM,N,"[":NEXTN,M
900 RETURN
903 '************
904 '* TABLEAU 3 *
905 '************
906 GOSUB30
910 A=16:B=9:GOSUB130
920 FORA=4TO37STEP5:B=3:GOSUB90:NEXTA
930 FORA=4TO37STEP5:B=17:GOSUB90:NEXTA
940 GOSUB10000
950 RETURN
958 '************
959 '* TABLEAU 4 *
960 '************
961 CLS:PRINT :PRINT"ZZZZZZZZZZZZZZZZZZZZZZZZZZZZZZZZZZZZZZZ"
962 PRINT"Z                                     Z"
963 FORI=1TO10:PRINT"Z   Z   Z   Z   Z   Z   Z   Z   Z   Z"
964 PRINT"Z         Z           Z           Z     Z"
965 NEXT:PRINT"ZZZZZZZZZZZZZZZZZZZZZZZZZZZZZZZZZZZZZZZ"
969 GOSUB10000
970 RETURN
999 '************************
1000 '* GESTION DES TABLEAUX *
1001 '************************
1005 BO=25: GOSUB400:GOSUB460
1010 BO=18: GOSUB800:GOSUB460
1020 BO=25: GOSUB905:GOSUB460
```

```
1030 BO=25:GOSUB960:GOSUB460
1040 TI=TI-50
1100 GOTO1000
4999 '********************************
5000 '* REDEFINITION DES CARACTERES *
5001 '********************************
5010 FORI=0TO23:READZZ:POKE46800+I,ZZ:NEXT:RETURN
5020 DATA63,63,63,63,63,63,63,63,00,12,18,45,45,18,12,0
5025 DATA12,30,63,63,63,63,30,12
5400 '****************
5500 '* INSTRUCTIONS *
5600 '****************
6000 DOKE18,48000:PRINT"          CATERPILLAR"
6010 CLS:PRINT:PRINT" vous devez absorber les capsules d'energies [ et";
6015 PRINT" eviter les parois."
6020 PRINT"votre temps est limite."
6030 PRINT"il decroit au fur et a mesure."
6100 GETAA$:GETAA$:RETURN
6400 '****************************
6500 '* DISPERSION DES CAPSULES *
6600 '****************************
10000 Z=0
10005 M=INT(RND(1)*35)+3:N=INT(RND(1)*21)+3
10010 IFSCRN(M,N)<>32THEN10005
10015 PLOTM,N,"["
10020 Z=Z+1:IFZ<25THEN10005
10030 RETURN
10039 '*******
10040 '* FIN *
10041 '*******
```

ORIC

RESCUE

Des parachutistes largués par leur avion en flamme espèrent votre aide. Ils ne doivent pas atteindre le sol inhospitalier et sont déviés par un vent d'enfer. Sous le feu de F 16 ennemis qui cherchent à détruire votre hélicoptère, allez-vous réussir à les sauver ?

```
0 REM******************
1 REM*      RESCUE    *
2 REM*  R.JUHEL 1986  *
3 REM******************
4 REM
5 PAPER0:INK5 :POKE618,10: B=25:CLS
6 REPEAT
7 PLOT5,B,"         RESCUE    ":WAIT15:CLS
8 B=B-1
9 UNTIL B=1
10 GOSUB2050
11 REM
12 REM REDEFINITION DE CARACTERES
13 REM
14 FOR A=0TO87
15 PING
20 READ B
30 POKE46856+A,B
40 NEXT
50 DATA28,23,16,31,0,0,0,0
60 DATA60,14,3,3,14,60,2,62
70 DATA15,28,48,48,28,15,16,31
80 DATA60,7,0,7,56,48,34,62
90 DATA 14,58,2,62,0,0,0,0
95 DATA 63,63,63,63,63,63,63,63
96 DATA15,56,0,56,14,3,1,31
97 DATA0,0,0,0,0,0,63,0
98 DATA60,15,15,7,15,15,60,0
```

```
99 DATA0,0,56,62,56,0,0,0,30,63,63,22,
   42,28,8,20
104 REM
105 REM INITIALISATION
106 REM
110 PAPER6:INK0
115 CLS
120 PLOT2,24,20
130 PLOT2,25,20
200 A=20:B=10
201 K=1:R=0:X=5:Y=15
202 V(1)=2:W(1)=7
203 V(2)=12:W(2)=20
250 PLOT3,2,"RESCAPES:"
260 PLAY0,1,4,50
269 REM
270 REM BOUCLE JEU
271 REM
299 REPEAT
300 R=R+1:IFR=4THEN R=1
310 P$=KEY$:IFP$<>"" THEN X$=P$
316 IF K=1 THEN PLOT A,B," h  "
317 IF K=2 THEN PLOT A,B,"  h  "
318 IFX$<>""THEN PLOTA,B,"    ":PLOTA,B+1,"    "
320 IF X$="A" AND B>5 THEN B=B-1
330 IF X$="Z" AND B<23 THENB=B+1
340 IF X$="."AND A>2  THENA=A-1:K=1
350 IF X$="/"ANDA<35 THEN A=A+1:K=2
370 IF K=1 THEN PLOT A,B+1,"cde":PLOTA,B,"h  "
380 IF K=2 THEN PLOTA,B+1,"agb":PLOTA,B," h "
381 IFB+1=YAND(X=AORX=A+1ORX=A+2)THENX=38:RE=RE+1:GOTO510
382 IFB+1=24THEN GOTO2000
385 FORI=1TO2
390 PLOTV(I),W(I),"  "
391 V(I)=V(I)+1
392 IFR<>1AND W(I)>B+1 THEN W(I)=W(I)-1
393 IF W(I)<B+1ANDR<>1 THEN W(I)=W(I)+1
400 IF V(I)=38THENW(I)=INT(RND(1)*17)+6 :V(I)=2
410 PLOTV(I),W(I),"ij"
411 IF V(I)<36 THEN412 ELSE 415
412 IF W(I)=B+1 AND V(I)>=A AND V(I)<=A+3THEN 2000
413 IF W(I)=B+1 AND V(I)+2>=A AND V(I)<=A+1  THEN 2000
415 NEXT
421 IF W(1)=W(2) THEN S=S+1
500 PLOT X,Y," ":X=X+1
505 Y=Y+0.25
510 IF X=38ORINT(Y)=25THENY=INT(RND(1)*17)+6 :X=2
520 PLOTX,Y,"k"
530 IFB+1=YAND(X=AORX=A+1ORX=A+2)THENX=38:RE=RE+1:GOTO510
600 PLOT5,3,STR$(RE)
1000 UNTIL A=90
1490 REM
1500 REM FIN DE PARTIE
1510 REM
2000 PING:EXPLODE
2005 WAIT200:CLS
2010 PRINT"PERDU"
2015 PRINT"VOUS AVEZ SAUVE ";RE;" PARACHUTISTES"
2020 INPUT"VOUS RECIDIVEZ (O/N)";A$
2030 IFA$="O"THEN RUN ELSE CLS:END
2040 REM
2050 REM INSTRUCTIONS
2060 REM
2070 CLS:PRINT:PRINT"              RESCUE"
2080 PRINT"              ------"
2090 PRINT:PRINT
2100 PRINT"VOUS PILOTEZ UN  HELICOPTERE . VOTRE  BUT:"
2110 PRINT"SAUVER  LES PARACHUTISTES EN LES       RECEUILLANT  A BORD DE VOTRE "
2120 PRINT"HELICOPTERE."
2130 PRINT"IL FAUDRA EVITER LES F-16 ENNEMIS QUI TENTERONT DE VOUS DETRUIRE."
2140 PRINT:PRINT
2150 PRINT"-------------------------------------"
2160 PRINT"          LES TOUCHES"
2170 PRINT"          -----------"
2180 PRINT"
2190 PRINT" A>HAUT  Z>BAS
2200 PRINT:PRINT" .>GAUCHE  />DROITE"
2210 PRINT:PRINT"<PRESSEZ UNE TOUCHE>"
2220 GETZ$
2230 RETURN
```

QUAI DES ORFEVRES

La police judiciaire vous confie la difficile mission de reconnaître le truand à l'aide d'un portrait-robot que vous n'avez eu sous les yeux que quelques instants. Arriverez-vous à vous souvenir de tous les détails ?

```
0 REM**********************
1 REM* QUAI DES  ORFEVRES *
2 REM**********************
3 REM R.JUHEL 1985
4 REM INITIALISATION
5 TEXT:POKE618,10:CLEAR:RESTORE:GOSUB2000
6 CLEAR :CLS
7 REM NIVEAU
9 CLS: INPUT"NIVEAU DE DIFFICULTE (1-DUR A 10-FACILE)";AM:IFAM<1ORAM>10THEN6
10 AM=AM*20:HIRES:PAPER7:INK7
11 C(1)=110:C(2)=140:C(3)=160:D(1)=250:D(2)=270:E(1)=200:E(2)=220:E(3)=290
12 E(4)=310
13 C$(1)="MECHE":C$(2)="CHAUVE":C$(3)="CHAPEAU":D$(1)="NEZ FIN"
14 D$(2)="NEZ BOXEUR":E$(1)="GRAIN":E$(2)="LUNETTES":E$(3)="FOSSETTE"
15 E$(4)="CICATRICE"
16 DIMID(100)
20 GOTO400
30 REM DESSINS
50 REM VISAGE
60 A=X:B=Y:CURSETA,B,1:DRAW0,16,1:DRAW4,2,1:DRAW7,0,1
70 DRAW2,-3,1:DRAW0,-15,1:CURSETA+4,B+13,1:DRAW5,0,1
80 CURSETA+7,B+4,1:DRAW0,6,1:CURSETA-1,B+4,1:DRAW0.4,1
90 CURSETA+14,B+4,1:DRAW0,4,1
100 CURSETA+4,B+4,1:CURSETA+10,B+4,1:RETURN
110 REM MECHE
120 CURSETA,B+3,1:DRAW0,-7,1:DRAW12,-3,1:DRAW1,9,1:DRAW-10,-4,1:DRAW-3,5,1
130 RETURN
140 REM CHAUVE
150 CURSETA,B+1,1:DRAW3,-6,1:DRAW7,0,1:DRAW3,6,1:RETURN
160 REM CHAPEAU
170 CURSETA+1,B-10,1:DRAW11,0,1:DRAW1,7,1:DRAW5,3,1:DRAW-24,0,1:DRAW6,-3,1
180 DRAW1,-7,1
190 RETURN
200 REM GRAIN
210 CURSETA+11,B+8,1:RETURN
220 REM LUNETTES
230 CURSETA+2,B+3,1:DRAW9,0,1:DRAW0,3,1:DRAW-4,-1,1:DRAW-5,1,1:DRAW0,-3,1
240 RETURN
250 REM NEZ FIN
260 CURSETA+6,B+9,1:DRAW2,0,1:RETURN
270 REM NEZ BOXEUR
280 CURSETA+5,B+10,1:DRAW3,0,1:RETURN
290 REM FOSSETTE
300 CURSETA+7,B+16,1:DRAW0,1,1:RETURN
310 REM CICATRICE
320 CURSETA+1,B+7,1:DRAW2,2,1:RETURN
400 REM AFFICHAGE DES TETES ET DESCRIPTION
410 AZ=INT(RND(1)*9)+1 :Z=0
500 FORX=20TO200STEP90:FORY=20TO150STEP60:GOSUB50:
505 Z=Z+1
```

```
510 IA(Z)=INT(RND(1)*3)+1:GOSUBC(IA(Z))
520 IB(Z)=INT(RND(1)*2)+1:GOSUBD(IB(Z))
530 FORIC=1TO4
540 ID((Z-1)*4+IC)=INT(RND(1)*2)+1
550 IFID((Z-1)*4+IC)=1THENGOSUBE(IC)
560 NEXT
600 NEXTY,X
620 PRINTC$(IA(AZ));"-";D$(IB(AZ));"-";
630 FORI=1TO4
640 IFID((AZ-1)*4+I)=1THENPRINTE$(I);"-";
650 NEXTI
660 GETZ$:CLS:O=0:INK0:SS=SC
665 REM TEST DE LA REPONSE
670 FORI=AMTO1STEP-1:PRINT"TEMPS: ";I
675 WAIT8 :SC=SC+1
680 K$=KEY$:IFK$<>""THENI=1:O=1
690 NEXT
700 IFO=0THEN800
710 K=ASC(K$)-48:IFK<1ORK>9THEN800
720 IFIB(K)<>IB(AZ)ORIA(K)<>IA(AZ)THEN800
730 FORI=1TO4
740 IFID((K-1)*4+I)<>ID((AZ-1)*4+I)THEN800
750 NEXT
760 CLS:PRINT"BRAVO...";:GETZ$
770 PRINT"VOTRE SCORE:";SC:GETZ$
780 HIRES:PAPER7:INK7:GOTO400
790 REM PERDU
800 SC=SS
810 TEXT:PRINT"VOTRE SCORE:";SC
820 INPUT "VOUS RECIDIVEZ (O/N)";Z$:IFZ$="O"THEN RUN
830 END
2000 REM PRESENTATION
2005 CLS
2010 DIMX(18):DIMY(18):DIMCH(18):DIMA(18):DIMB(18)
2020 FORI=1TO17:READA:CH(I)=A:NEXT
2030 FORI=6TO23:X(I-5)=I:Y(I-5)=10:NEXT
2040 DATA81,85,65,73,32,68,69,83,32,79,82,70,69,86,82,69,83
2050 FORI=1TO17:A(I)=INT(RND(1)*34)+2:B(I)=INT(RND(1)*24)+1
2060 PLOTA(I),B(I),CHR$(CH(I))
2070 NEXT
2075 FORJ=1TO30
2080 FORI=1TO17:IFA(I)>X(I)THENGOSUB3000:A(I)=A(I)-1
2090 IFA(I)<X(I)THENGOSUB3000:A(I)=A(I)+1
2100 IFB(I)>Y(I)THENGOSUB3000:B(I)=B(I)-1
2110 IFB(I)<Y(I)THENGOSUB3000:B(I)=B(I)+1
2115 PLOTA(I),B(I),CHR$(CH(I))
2116 IFKEY$<>""THENI=17:J=30
2120 NEXTI,J
2125 REM INSTRUCTIONS
2130 FORI=1TO50:PRINT:NEXT
2140 PRINT"          INSTRUCTIONS"
2150 PRINT"VOUS VOICI PROMUS AU RANG DETECTIVE ,VOTRE BUT DECOUVRIR LES";
2160 PRINT" VISAGES DES CRIMINELS D'APRES UNE BREVE DESCRIPTION....";
2170 PRINT"VOTRE TEMPS EST LIMITE."
2180 PRINT:PRINT"LE NUMERO DES PORTRAITS SONT PLACES COMME SUIT."
2185 PRINT" 1 4 7":PRINT" 2 5 8":PRINT" 3 6 9"
2190 FORI=1TO10:PRINT:NEXT:GETZ$:FORI=1TO50:PRINT:NEXT:RETURN
2990 REM SOUS-PROGRAMME
3000 PLOTA(I),B(I)," ":RETURN
30010 REM****** FIN ************
```

CAMEL'S BATTLE

Aux commandes de votre vaisseau, le tableau de bord affiche les messages de la base qui communique avec vous. Des Xzorks déguisés en chameaux vous menacent et, pour les anéantir, il vous faut les toucher à dix reprises...

```
0 REM*****************
1 REM* CAMEL'S BATTLE *
3 REM*****************
4 REM
5 REM************
6 REM* R.JUHEL   *
7 REM*   1986    *
8 REM************
9 REM
10 POKE618,10:CLS:CLEAR
11 A$="cd ced   ceed  cdcdcd  ceed
   cd  ced"
12 PAPER0:INK7
29 REM*****************
30 REM* REDEFINITION   *
31 REM* DES CARACTERES *
32 REM*****************
50 FOR I=0TO79
60 READ A:GG=GG+A
70 POKE46856+I,A
80 NEXT I
90 DATA0,0,14,62,62,7,0,0
100 DATA0,0,28,31,31,56,0,0
110 DATA1,3,7,7,15,15,31,63
120 DATA32,48,56,56,60,60,62,63
130 DATA63,63,63,63,63,63,63,63
140 DATA12,12,12,12,12,12,12,12
150 DATA12,12,12,12,12,12,18,30
160 DATA 12,12,12,24,24,24,36,30
170 DATA 0,28,62,63,31,12,0,0
180 DATA0,0,0,0,0,0,0,0
185 IFGG<>1960THENPRINT"ERREUR
    DE DATA ":END
190 CLS:INPUT"INSTRUCTIONS (O/N)";Z$
191 IFZ$="O"ORZ$="OUI"THENGOSUB9000
192 REM*****************
193 REM* INITIALISATION *
194 REM*****************
195 REM
196 CLS:GOSUB8000
200 FOR I=21TO25
210 PLOT2,I,"eeeeeeeeeeeeeeeeeeeeeeee
    eeeeeeeeeee"
220 NEXT
300 NI=NI+10:PLOT28,2,STR$(NI/10)
399 REM
400 FORI=1TO7:X(I)= 180+(I-1)*45:NEXTI
405 FORI=1TO7:GH(I)=0:NEXTI
410 FORI=1TO7:DE(I)=0:NEXTI
420 DF=INT(RND(1)*7+1):PRINTà3,7;"
    DETRUIRE LE XZORK ";DF;"AVANT"
421 PRINTà3,8;" QUE LE TEMPS SOIT NUL."
490 A=2:I=1:S=15:R=32 :W=1:Q=0:TE=500
491 X=92:Y=15:JB=0
492 Z=1:K=1:L=1:O=1:ZB=-1
493 REM
494 REM****************
495 REM* BOUCLE DU JEU *
496 REM****************
497 REM
500 REPEAT
501 IFTE>0THENTE=TE-1:PRINTà10,10;TE
502 IFTE=0ANDGH(DF)=0THEN7000
505 L=-L:IFL=1THENFORI=1TO7:X(I)=X(I)-1:NEXTI
506 IFX(O)=0THEN7000
508 PRINTà10,11;X(O);" ";O;" X:";X
510 IF PEEK(#208)=188 THEN A=1:ZB=+1
515 IF PEEK(#208)=172 THEN A=2:ZB=-1
520 SN=SCRN(20+ZB,Y):IFSN<>32ANDSN<>45THENEXPLODE:GOTO7000
521 IFX<19THENX=19:A=2:ZB=-1
522 IFPEEK(#208)=132ANDV=0THENN=20:M=Y:AC=1:PLOTN,M,"-":PB=P:ZAP
523 IFAC=0THEN530
524 IFAC=1ANDSCRN(N,M)<>45THENGOSUB5000
525 IFAC=1THENPLOTN,M," ":V=V+1:IFV=5THENAC=0:V=0
526 IFAC=1THENN=N+PB:IFSCRN(N,M)<>32THEN GOSUB5000
527 IFAC=1THENPLOTN,M,"-"
530 IFPEEK(#208)=180ANDY<20THENPLOT20,Y," ":Y=Y+1
540 IF PEEK(#208)=156ANDY>13THENPLOT20,Y," ":Y=Y-1
545 SN=SCRN(20,Y):IFSN<>97ANDSN<>98ANDSN<>32 THENEXPLODE :GOTO7000
550 IFA=1THENPLOT20,Y,"b":A$=MID$(A$,2)+LEFT$(A$,1):PLOT2,20,A$:X=X-1:P=+1
560 IFA=2THENPLOT20,Y,"a":A$=RIGHT$(A$,1)+LEFT$(A$,36):PLOT2,20,A$:X=X+1:P=-1
565 IFJB=0AND X+18>INT(X(K))ANDA<>1THENR=2:W=0:GOSUB3190:JB=1
```

```
575 IFW=0THENFORI=0TO3:PLOTR,S+I,"     ":NEXT
587 IFJB=1THENIFA=1THENR=R-.5ELSER=R+1.5
595 IFW=0THENPLOTR,S,"ceed":PLOTR,S+1,"eeeei":PLOTR,S+2,"ffff"
596 IFW=0THENZ=-Z:IFZ=1THENPLOTR,S+3,"ghgh"ELSEPLOTR,S+3,"hghg"
700 SN=SCRN(20,Y):IFSN<>97ANDSN<>98ANDSN<>32 THENEXPLODE
800 IFINT(R)>32THENGOSUB3009:K=K+1:JB=0
810 IFINT(R)=3ANDA=1THENGOSUB3099:JB=0
820 IFA=1ANDX(K-1)>X-17.5THENGOSUB3280:K=K-1:JB=1
2000 UNTIL KEY$="S":GETZ$:GOTO500
2001 REM*****************
2002 REM* FIN BOUCLE JEU *
2003 REM*****************
2990 END
2997 REM*********************
2998 REM* VARIABLES  CHAMEAUX *
2999 REM*********************
3000 A$(1)="ceed ":A$(2)="eeeei":A$(3)="ffff ":A$(4)="ghgh ":RETURN
3006 REM*********************
3007 REM* SCROLLING DROIT 1 *
3008 REM*********************
3009 GOSUB3000:IFW=1THENR=19:RETURN
3010 FORJ=5TO0STEP-1
3020 FORI=1TO4
3030 A$(I)=LEFT$(A$(I),J)
3040 PLOT33,14+I,"     "
3050 PLOT39-J,14+I,A$(I)
3060 NEXTI
3070 NEXTJ:IFGJ<>5THENPLOT31,4,"  ":W=1:R=19
3080 RETURN
3094 REM*********************
3095 REM* SCROLLING GAUCHE 1 *
3096 REM*********************
3099 GOSUB3000:IFW=1THENRETURN
3100 FOR J=5TO0STEP-1
3110 FORI=1 TO4
3120 A$(I)=RIGHT$(A$(I),J)
3130 PLOT2,14+I,"     "
3140 PLOT2,14+I,A$(I)
3150 NEXTI
3160 NEXTJ:W=1
3161 PLOT31,4,"  "
3170 RETURN
3174 REM*********************
3175 REM* SCROLLING GAUCHE 2 *
3176 REM*********************
3190 GOSUB3000:IFGH(K)=1THENW=1:RETURN
3200 FOR J=1TO5
3210 FOR I=1 TO4
3220 A$(I)=RIGHT$(A$(I),J)
3230 PLOT2,14+I,"     "
3240 PLOT2,14+I,A$(I)
3250 NEXT I:IFGJ<>5THENPLOT12,4,STR$(K) :PLOT31,4,STR$(DE(K))
3255 GOSUB3000
3260 NEXTJ
3261 IFGH(K)=0THENPLOT31,4,STR$(DE(K))
3270 RETURN
3274 REM*********************
3275 REM* SCROLLING DROIT 2 *
3276 REM*********************
3280 GOSUB3000:IFGH(K-1)=1THENR=33:RETURN
3290 FORJ=1TO5
3300 FORI=1TO4
3310 A$(I)=LEFT$(A$(I),J)
3320 PLOT33,14+I,"     "
3330 PLOT38-J,14+I,A$(I)
```

```
3340 NEXTI
3345 GOSUB3000
3350 NEXTJ:W=0:R=33:IFGH(K-1)=0THENPLOT31,4,STR$(DE(K-1)):PLOT12,4,STR$(K-1)
3360 RETURN
3999 REM*********************
4000 REM* ROUTINE DES TIRS *
4001 REM*********************
5000 DE(K)=DE(K)+1:
5001 SHOOT
5010 V=0:AC=0
5015 PRINTà31,4;DE(K)
5020 IFDE(K)=NITHEN TU=TU+1:GH(K)=1:EXPLODE:GOSUB5200:W=1:JB=0
5030 IFTU=7THEN6000
5040 FORI=7TO1STEP-1
5050 IFGH(I)=0THENO=I
5055 NEXTI
5100 RETURN
5200 FORJ=1TO10
5210 FORI=0TO3
5220 PLOTR,S+I,A$(I)
5230 NEXTI
5240 FORI=0TO3
5250 PLOTR,S+I,"      "
5260 NEXTI
5270 NEXTJ:PLOT31,4,"  "
5280 RETURN
5299 REM*********
5300 REM* GAGNE *
5301 REM*********
6000 CLS
6010 PRINT"FELICITATIONS UNITE ZX-67."
6020 PRINT"VOUS AVEZ REUSSI VOTRE MISSION AVEC   BRIO."
6030 INPUT"VOULEZ VOUS ENCORE VOUS RENDRE UTILE ?";Z$
6040 IFZ$<>"O"ANDZ$<>"OUI"THENCLS:END
6050 PRINT"VOTRE ADRESSE N'A D'EGALE QUE VOTRE   COURAGE."
6060 PRINT"MAIS ATTENTION L'ESCOUADRE DE XZORKS  QUE VOUS ALLEZ AFFRONTER SERA"
;
6070 PRINT"  PLUS  DIFFICILE  A  ABATTRE  QUE  LES       PRECEDENTES."
6080 TU=0:GETZ$:GETZ$
6500 GOTO195
6899 REM*********
6900 REM* PERDU *
6901 REM*********
7000 WAIT50:CLS:PRINT:PRINT" UNE AUTRE PARTIE?"
7010 INPUTZ$:IFZ$="O"ORZ$="OUI"THENRUN
7020 CLS:END
7200 STOP
7899 REM************************
7900 REM* TABLEAU  D'AFFICHAGE *
7901 REM************************
8000 PRINT"eeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeee"
8010 PRINT"eeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeee"
8020 PRINT"e UNITE:ZX-67e MISSION no        e    e"
8030 PRINT"eeeeeeeeeeeeeeeeeeeeeeeeeeeeeeee ee e"
8040 PRINT"e XZORK no 1 e NOMBRE DE TIRS:0 e  e e"
8050 PRINT"eeeeeeeeeeeeeeeeeeeeeeeeeeeeeeee ee e"
8060 PRINT"e MESSAGE:                       e    e"
8070 PRINT"e                                e ee e"
8080 PRINT"e                                e  e e"
8090 PRINT"e                                e ee e"
8100 PRINT"e  TEMPS:                        e    e"
8110 PRINT"e DANGER:                        e    e"
8120 PRINT"eeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeee"
8130 RETURN
8899 REM ****************
```

```
8900 REM * INSTRUCTIONS *
8901 REM ***************
9000 CLS
9010 PRINT"OOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOO"
9015 PRINT"O                                   O"
9020 PRINT"O  TILT PRESENTE CAMEL'S BATTLE     O"
9030 PRINT"O                                   O"
9040 PRINT"OOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOO"
9045 GJ=5:PRINT
9050 PRINT"A L'AIDE DE VOTRE VAISSEAU VOUS DEVREZDETRUIRE LES HORDES SUCCESSIVE
S";
9051 PRINT" DE         XZORKS."
9060 FORI=1TO13:PRINT:NEXT
9070 PRINT"VOUS VOUS DEPLACEZ AVEC LES FLECHES."
9080 PRINT"<SPACE> TIR."
9100 Z=1:R=2:S=15:GOSUB3190
9110 FORI=0TO3:PLOTR,S+I,"      ":NEXT
9115 R=R+1.5
9116 W=0
9120 PLOTR,S,"ceed":PLOTR,S+1,"eeeei":PLOTR,S+2,"ffff"
9130 Z=-Z:IFZ=1THENPLOTR,S+3,"ghgh"ELSEPLOTR,S+3,"hghg"
9140 IFINT(R)>32THENGOSUB3009:GOTO9100
9150 IFKEY$<>""THEN9210
9200 GOTO9110
9210 GJ=6
9230 RETURN
10000 REM *******
10010 REM * FIN *
10020 REM *******
```

ORIC

METEOR

Votre vaisseau spatial réclame du combustible.
Les cartouches de fuel nécessaires à sa bonne marche sont
détruites au fur et à mesure de leur apparition
par des météorites que vous devez anéantir sans pitié.

```
0 '**********************
1 '*** METEOR  R.JUHEL ***
2 '**********************
3 '
4 '
7 'EFFACE LE CURSEUR,SUPPRIME LE SON ,EFFACE L'ECRAN
8 CLS:POKE618,10:PAPER0:INK7
9 'REDEFINITION DES CARACTERES
10 FORI=0TO55:READA:POKE46856+I,A:NEXT
11 '
20 DATA42,21,42,21,42,21,42,21,8,12,18,18,33,63,0,0,0,48,44,35,34,44,48,0,0
30 DATA63,33,18,18,12,4,0,0,3,13,17,49,13,3,0,0,12,30,63,63,30,12,0
31 DATA0,30,18,30,30,18,30,0
32 GOSUB700
33 '
34 ' NIVEAU DE DIFFICULTE
35 CLS:INPUT" NIVEAU DE DIFFICULTE (1/5)";A:IFA<1ORA>5THEN35
38 V=7
39 ' DECOR
40 '
```

```
41 PRINT"  SCORE:          FUEL:       b b b"
42 PLOT30+V,0,"    "
45 PRINT"aaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaa"
50 FORI=1TO23:PRINT"a                                   a":NEXT
60 PRINT"aaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaa"
64 '
65 ' VARIABLES
66 '
70 M=1:X=20:Y=13:PX=0:PY=-1:F=500:B=0
75 FORI=1TOA:X(I)=INT(RND(1)*35)+3:Y(I)=2:IFSCRN(X(I),Y(I))<>32THEN75
76 NEXT
77 '
78 'BOUCLE JEU
79 '
80 REPEAT
81 PLOT10,0,STR$(S):PLOT24,0,STR$(F)
82 F=F-1:IFF=0THEN500
85 U=U+1:IFU=10THENU=0:GOSUB600
90 P=PEEK(#208)
91 IFB=1THENPLOTBX,BY," "
92 IFP=132THENZAP:B=1:GOSUB400:BX=X:BY=Y
93 IFB=1THENBX=BX+XB:BY=BY+YB
94 IFB=1ANDSCRN(BX,BY)<>32THENGOSUB310
95 IFB=1THENPLOTBX,BY,"+"
100 IFP=172THENM=M+1:J=1:IFM=5THENM=1
101 IFM=1ANDJ=1THENPX=0:PY=-1
102 IFM=2ANDJ=1THENPX=1:PY=0
103 IFM=3ANDJ=1THENPX=0:PY=1
104 IFM=4ANDJ=1THENPX=-1:PY=0
110 IFP=180THENPLOTX,Y," ":IFSCRN(X+PX,Y+PY)<>97THENX=X+PX:Y=Y+PY
115 IFSCRN(X,Y)=103THENF=F+10
120 PLOTX,Y,CHR$(97+M)
129 IJ=IJ+1:IFIJ<4THEN80
130 FORI=1TOA
131 IFB=1ANDX(I)=BXANDY(I)=BYTHENGOSUB310
132 IFX(I)=XANDY(I)=YTHEN500
135 PLOTX(I),Y(I)," "
140 IFY(I)>YTHENY(I)=Y(I)-1:GOTO180
150 IFY(I)<YTHENY(I)=Y(I)+1 :GOTO180
160 IFX(I)<XTHENX(I)=X(I)+1
170 IFX(I)>XTHENX(I)=X(I)-1
171 IFB=1ANDX(I)=BXANDY(I)=BYTHENGOSUB310
180 PLOTX(I),Y(I),"f"
181 IFX(I)=XANDY(I)=YTHEN500
290 J=0
299 NEXT
300 UNTILP=169
301 '
302 ' FIN BOUCLE JEU
303 '
304 '
305 ' ROUTINE DE TEST DE LA BALLE
309 '
310 W=SCRN(BX,BY)
320 IFW=97THENB=0:RETURN
325 SHOOT
330 FORI=1TO6
340 IFX(I)=BXANDY(I)=BYTHENPLOTX(I),Y(I)," ":X(I)=3:Y(I)=2:S=S+10:B=0:RETURN
350 NEXT
397 '
398 'CALCUL DE LA TRAJECTOIRE DE LA BALLE
399 '
400 IFM=1THENXB=0:YB=-1:RETURN
410 IFM=2THENXB=1:YB=0:RETURN
420 IFM=3THENXB=0:YB=1:RETURN
430 IFM=4THENXB=-1:YB=0:RETURN
```

```
499 ' GESTION DES VIES PERDUS
500 V=V-2:PLOT30+V,0," ":WAIT300:CLS
505 EXPLODE
510 IFV>1THEN39
520 CLS:INPUT"VOUS RECIDIVEZ (O/N)";Z$:IFZ$="O"THENRUNELSECLS:END
599 'AFFICHAGE DU FUEL
600 J=INT(RND(1)*35)+3:K=INT(RND(1)*19)+2:IFSCRN(J,K)=32THENPLOTJ,K,"g"
610 RETURN
699 '
700 ' INSTRUCTIONS
701 '
710 CLS:PRINT"       METEOR "
720 PRINT:PRINT"VOTRE MISSION:SURVIVRE":PRINT:PRINT"VOUS RECUPEREZ LE FUEL<g> "
;
730 PRINT"VOUS DETRUISEZ LES METEORITES <f>":PRINT:PRINT" TOUCHES:"
740 PRINT"<-:CHANGEMENT DE DIRECTION":PRINT"<SPACE>:FEU"
750 PRINT"FLECHE BAS:AVANCER":GETZ$:RETURN
760 '
770 ' METEOR  FIN
780 '
```

ORIC

FREEZE BERT

Un jeu rafraîchissant qui se déroule sur quinze niveaux. Zozo, charmant glaçon, cherche d'une part à glacifier tout ce qui tombe entre ses petits doigts gelés et d'autre part à manger le maximum de boules de feu. Il doit aussi échapper au très méchant Creasy qui veut le dévorer...

```
0 REM********************************
1 REM**         FREEZE*BERT        **
2 REM** 1986               R.JUHEL **
3 REM**       ORIC1/ATMOS          **
4 REM********************************
5 REM********************************
6 REM** VARIABLES DU DEBUT          *
7 REM********************************
8 CLS:POKE618,10:VI=3:PAPER0:INK6:
  TI=1000:GOSUB 5000
9 REM**REDEFINITION DES CARACTERES***
10 FOR I=0TO175
20 READ A
30 POKE46856+I,A
40 NEXT
50 DATA0,0,0,1,2,4,15,8
60 DATA0,0,0,63,3,5,57,9
70 DATA8,10,8,8,15,4,4,29
80 DATA9,41,10,12,56,16,16,48
90 DATA63,63,63,0,0,0,0,0
91 DATA0,0,0,63,48,40,39,36
92 DATA0,0,0,48,8,4,60,4
93 DATA36,37,20,12,7,2,2,3
94 DATA4,20,4,4,60,8,8,46
95 DATA2,20,36,18,10,10,9,39
96 DATA20,34,36,21,37,42,52,49
97 DATA48,10,18,40,36,19,8,7
98 DATA4,20,18,5,9,50,4,56
99 DATA14,10,10,15,0,0,0,15
100 DATA28,20,20,60,0,0,0,60
101 DATA0,0,15,0,0,15,0,15
102 DATA0,0,60,0,0,60,0,60
103 DATA14,10,10,15,0,15,0,0
104 DATA28,20,20,60,0,60,0,0
105 DATA15,0,0,15,0,0,0,15
106 DATA60,0,0,60,0,0,0,60
107 DATA63,63,63,30,12,4,0,0
108 DOKE 18,48000:PRINT" MICROJEUX -
    FREEZE*BERT -   R.JUHEL ":CLS
109 REM ENVOIE AU INSTRUCTIONS
110 GOTO  3000
120 REM******************************
130 REM****      DECOR ,TABLEAU     *
140 REM****  VARIABLES DU JEU       *
150 REM******************************
190 IFTI>100 THEN TI=TI-100
191 DOKE 18,48000:PRINT" MICROJEUX -
    FREEZE*BERT -   R.JUHEL ":CLS
195 P=0
200 BO=TI
205 FOR I=3 TO33STEP 6
210 PLOTI,24,"eeee"
220 NEXTI
230 FOR I=6TO30STEP6
240 PLOTI,22,"eeee"
250 NEXT I
```

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260 FOR I=9TO28STEP6
270 PLOTI,20,"eeee"
280 NEXT I
290 FOR I=12 TO24 STEP 6
300 PLOTI,18,"eeee"
310 NEXT I
320 FOR I=15 TO21STEP6
330 PLOTI,16,"eeee"
331 PLOT2,13,"BONUS:":PLOT2,14,"vvvvvvvvv"
332 PLOT28,13,"SCORE:":PLOT28,14,"vvvvvvvvvvv"
333 PLOT2,2,"VIE:":PLOT2,3,"vvvvv"
340 NEXT I
341 FOR I=15TO21STEP6:PLOTI,12,"eeee":NEXTI
342 FORI=12TO24STEP6:PLOTI,10,"eeee":NEXTI
343 FORI=9TO28STEP6:PLOTI,8,"eeee":NEXT I
344 FORI=12TO24STEP6:PLOTI,6,"eeee":NEXT I
345 FOR I=15TO21STEP6:PLOTI,4,"eeee":NEXT I
346 PLOT18,2,"eeee"
350 PLOT18,14,"eeee"
390 REM********************************
391 REM** VARIABLES  REPRESENTANT  **
392 REM** DES COORDONNEES SUR  LA  **
393 REM** PYRAMIDE.                **
394 REM********************************
400 PO=1:X=4:Y=22:PE=1:V=19:W=12:CV=1:R=22:S=2
405 REM IL EST NECESSAIRE D'AFFICHER ZOE ET CREAZY DES LE DEBUT DU JEU .
406 REM SINON IL N'APPARAISSENT PAS TOUT DE SUITE
410 PLOTV,W,"rs":PLOTV,W+1,"tu"
420 PLOTR,S,"jk":PLOTR,S+1,"lm"
450 REM********************************
460 REM**    BOUCLE PRINCIPALE     **
470 REM**      DU JEU.             **
480 REM********************************
500 REPEAT
501 BO=BO-1
502 IF BO=0 THEN GOSUB 2000
504 TI=TI-1
505 PLOT7,13,STR$(TI):PLOT33,13,STR$(SC)
506 PLOT 5,2,STR$(VI)
510 X$=KEY$
600 IF PEEK(#208)=187THEN GOSUB900:X=X+3:Y=Y-2:PO=2
610 IFPEEK(#208)=159THENGOSUB900:X=X+3:Y=Y+2:PO=2
620 IFPEEK(#208)=174THEN GOSUB 900:X=X-3:Y=Y-2:PO=1
630 IFPEEK(#208)=170THEN GOSUB900:X=X-3:Y=Y+2 :PO=1
640 IF X=R AND Y=S THEN SC=SC+15
650 IF SCRN(X,Y+2)=32 THEN GOSUB 2000
651 IFX=1 THEN GOSUB 2000
660 IF SCRN(X,Y+3)=32 THEN PLOTX-1,Y+3,"vvvv":PING:P=P+1:SC=SC+10
661 IF P=36 THEN ZAP:CLS:SC=SC+BO:GOTO 190
670 IF PO=1THEN PLOTX,Y,"ab":PLOTX,Y+1,"cd"
680 IF PO=2 THEN PLOTX,Y,"fg":PLOTX,Y+1,"hi"
689 IF CV=NDTHEN 690 ELSE 750
690 IFX<V AND W>YANDSCRN(V-3,W)<>32THEN GOSUB 910:V=V-3:W=W-2
700 IF X>V AND W>YANDSCRN(V+3,W)<>32 THEN GOSUB 910:V=V+3:W=W-2
705 IF W=21 THEN 730
710 IF X>V AND Y>WANDSCRN(V+3,W+4)<>32 THEN GOSUB 910:V=V+3:W=W+2
720 IF X<V ANDY>WANDSCRN(V-3,W+4)<>32  THEN GOSUB 910:V=V-3:W=W+2
730 IF PE=1 THEN PLOTV,W,"no":PLOTV,W+1,"pq"ELSEPLOTV,W,"rs":PLOTV,W+1,"tu"
732 CV=0
740 PE=-PE
750 CV=CV+1
751 IF X=V AND W=Y THEN GOSUB 2000
759 IF S=2 AND Y=0 THEN 780
760 IF CH=7  THENPLOTR,S,"  ":PLOTR,S+1,"  ":GOTO761ELSE 780
761 IF X>RANDY>S ANDSCRN(R+3,S+4)<>32 THENR=R+3:S=S+2
```

```
762 IF X<R AND Y<S AND SCRN(R-3,S)<>32THENR=R-3:S=S-2
763 IF X<RANDY>SAND SCRN(R-3,S+4)<>32THENR=R-3:S=S+2
764 IF X>R ANDY<SANDSCRN(R+3,S)<>32THEN R=R+3:S=S-2
765 IF SCRN(R,S+3)=86THEN P=P-1:PLOTR-1,S+3,"     "
766 PLOT R,S,"jk":PLOTR,S+1,"lm"
767 IF SCRN(R,S+3)<>32 THEN P=P-1:PLOTR-1,S+3,"     "
770 CH=0
780 CH=CH+1
800 UNTILX$="S"
900 PLOTX,Y,"  ":PLOTX,Y+1,"  ":RETURN
910 PLOTV,W,"  ":PLOTV,W+1,"  ":RETURN
999 END
1000 CALLDEEK(#FFFA) :REM POUR REDEFINIR VOS CARACTERES
1995 REM****************************
1996 REM**   GESTION DES VIES      ***
1997 REM**    PERDUES.             ***
1998 REM****************************
2000 X=4:Y=22:VI=VI-1:FOR I=0 TO 7:WAIT1:MUSIC1,I,4,15:NEXT:PING
2010 POKE(#208),0
2015 WAIT100
2020 IFVI=0 THENGOSUB6000:GOTO 3921
2023 PLOTV,W,"  ":PLOTV,W+1,"  "
2024 PLOTR,S,"  ":PLOTR,S+1,"  "
2025 PLOT X,Y,"  ":PLOT X,Y+1,"  "
2026 V=19:W=12:R=22:S=2
2027 PLOTV,W,"rs":PLOTV,W+1,"tu"
2028 PLOTR,S,"jk":PLOTR,S+1,"lm"
2030 RETURN
2100 REM****************************
2200 REM**  INSTRUCTIONS           *
2300 REM****************************
3000 CLS
3001 REM****************************
3002 REM*****     TITRE       ******
3003 REM****************************
3010 PRINT:PRINTCHR$(27);"N";"        FREEZE*BERT "
3020 PRINTCHR$(27);"N";"         FREEZE*BERT"
3030 PRINT:PRINT"    OU LES TRIBULATIONS D'UN GLACON"
3035 PRINT:PRINT:PRINT
3036 REM***************************
3037 REM** SITUATION DU CONTEXTE  *
3038 REM***************************
3040 PRINT:PRINT"ab VOICI ZOZO QUI DOIT GLACIFIE TOUTE cd LA PYRAMIDE."
3045 PRINT
3050 PRINT"jk ZOE-FAIT FONDRE LA PYRAMIDE A      lm MESURE QUE ZOZO AVANCE.";
3055 PRINT"(15PTS)."
3060 PRINT
3070 PRINT"rsCREAZY-IL VEUT REDUIRE ZOZO A L'ETATtuLIQUIDE."
3075 GET A$
3080 PRINT:PRINT:PRINT
3081 REM*****************************
3082 REM*PRESENTATION  DU  CLAVIER***
3083 REM*****************************
3090 PRINT"-------------------------------------"
3100 PRINT"     DEPLACEMENTS"
3110 PRINT:PRINT
3120 PRINT" <'> HAUT/DROITE"
3130 PRINT" <A> HAUT/GAUCHE"
3140 PRINT" </> BAS/DROITE"
3150 PRINT" <Z> BAS/GAUCHE"
3160 PRINT:PRINT:PRINT"-------------------------------------"
3161 REM*****************************
3162 REM****  OPTIONS     **********
3163 REM*****************************
3165 PRINT:PRINT"'J' POUR JOUER / 'T' POUR LES SCORES"
3166 GET B$
```

```
3167 IFB$<>"T"ANDB$<>"J"THEN3166
3170 GET B$
3171 IF B$="T"THEN 3190
3172 REM******************************
3173 REM*** NIVEAU DE DIFFICULTE ****
3174 REM******************************
3175 INPUT"NIVEAU DE DIFFICULTE ,DE 1(DUR) A      15(FACILE)";ND
3176 IFND<1 THEN PRINT"VOUS SAVEZ PAS LIRE.":GOTO3175
3177 IFND>15THEN PRINT"VOUS FAITES EXPRES!":GOTO3175
3180 TI=1000:VI=3:CLS:GOTO190
3181 REM*****************************
3182 REM*  TABLEAU DES SCORES    ****
3183 REM*****************************
3190 CLS:PRINT
3200 PRINTCHR$(12)
3210 PRINTCHR$(4);
3220 PRINT CHR$(27);"N";
3230 PRINT"         TABLEAU DES SCORES"
3240 PRINT CHR$(4);
3250 PRINT:PRINT:PRINT:PRINT
3251 REM******************************
3252 REM** AFFICHAGE  ***************
3253 REM******************************
3260 PRINT"--------------------------"
3270 PRINT"ù NOMS        ù SCORE        u"
3280 PRINT"--------------------------"
3290 FOR I=1  TO 9
3300 PRINT"ù ";SC$(I);" ù ";SC(I)
3305 PLOT28,8+I,"ù"
3310 NEXT
3315 PRINT"--------------------------":PRINT:PRINT
3316 REM******************************
3317 REM****      OPTIONS        ******
3318 REM******************************
3320 PRINT"'J' POUR JOUER / 'I' POUR INSTRUCTIONS"
3330 GETA$:IF A$="I" THEN 3000
3335 IF A$<>"J"THEN 3330
3340 REM******************************
3350 REM*** NIVEAU DE DIFFICULTE ****
3360 REM******************************
3370 INPUT"NIVEAU DE DIFFICULTE ,DE 1(DUR) A 15(FACILE)";ND
3380 IF ND<1 THEN PRINT"VOUS EXAGEREZ.":GOTO3370
3390 IF ND>15THEN PRINT "AH,C'EST MALIN.":GOTO3370
3400 TI=1000:VI=3:CLS:GOTO190
3900 REM******************************
3910 REM*** SAISIE DU NOM  DU JOUEUR*
3920 REM******************************
3921 CLS
3922 REM*** EXPLICATIONS *************
3930 PRINT" VOUS VOUS DEPLACEZ AVEC LES FLECHES,VOUS ECRIVEZ AVEC <SPACE>,VOUS"
;
3940 PRINT" EFFACEZ AVEC <DEL>,VOUS CONCLUEZ AVEC<RETURN>"
3945 WAIT400
3950 GETX$:CLS
4000 PRINT:PRINT:PRINT:PRINT"     C'EST QUOI TON PETIT NOM ?"
4010 PRINT:PRINT: PRINT:PRINT:PRINT"      ";
4015 N=0
4016 REM*****************************
4017 REM** BOUCLE DE SAISIE. *******
4018 REM*****************************
4020 FOR I=65TO90:PRINTCHR$(I);:NEXT
4030 X=5:N(0)=32 :N=0
4040 REPEAT
4045 WAIT5
4050 IF PEEK(#208)=172 AND X>5 THEN X=X-1
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4060 IF PEEK(#208)=188 AND X<31 THEN X=X+1
4070 PLOTX-1,9," ^ "
4080 IF PEEK(#208)=132 THEN N=N+1:N(N)=SCRN(X,8):WAIT 20:POKE(#208),189
4090 PLOT 6+N,11,CHR$(N(N))
4095 IFPEEK(#208)=175THENFORZ=(N+1)TO9:N(Z)=32:N=N+1:NEXTZ
4096 IFPEEK(#208)=173ANDN>0THENPLOT6+N,11," ":N=N-1:WAIT 20:POKE(#208),189
4100 UNTIL N=9
4101 FOR  I=1TO 9:N$=N$+CHR$(N(I)):NEXT
4105 REM******************************
4106 REM*** MISE A JOUR DU FICHIER **
4107 REM*** DES NOMS ET DES SCORES **
4108 REM******************************
4120 FOR I=1 TO 9
4130 IF SC>SC(I) THEN 4500
4135 IFSC>SC(9)AND SC<SC(8)THENSC(9)=SC:SC$(9)=N$:GOTO3190
4140 NEXT
4200 GOTO3190
4500 FOR B=9TO(I+1) STEP-1:SC(B)=SC(B-1):SC$(B)=SC$(B-1):NEXT

4550 IFSC>SC(I) THEN SC(I)=SC:SC$(I)=N$
4600 GOTO3190
4995 REM******************************
4996 REM**** VARIABLES NUMERIQUES ***
4997 REM**** ET ALPHANUMERIQUES ,  ***
4998 REM**** POUR LES SCORES       ***
4999 REM******************************
5000 REM
5010 SC(1)=10000:SC$(1)="DRACULA  "
5020 SC(2)=5000:SC$(2)="MICKEY   "
5030 SC(3)=2500:SC$(3)="STEPHANIE"
5040 SC(4)=2000:SC$(4)="SANDRA   "
5050 SC(5)=1000:SC$(5)="Q*BERT   "
5060 SC(6)=800:SC$(6)="PAC-MAN  "
5070 SC(7)=700:SC$(7)="YOYO     "
5080 SC(8)=500:SC$(8)="BRUNO    "
5090 SC(9)=1:SC$(9)="JEREMY   "
5100 RETURN
5500 REM*****************************
5600 REM**  DESSIN EN HAUTE        **
5700 REM**  RESOLUTION             **
5800 REM*****************************
6000 HIRES
6001 :POKE618,10
6005 CURSET74,106,1
6006 DRAW23,-34,1
6007 DRAW52,5,1
6010 DRAW-37,33,1
6020 DRAW-39,-3,1
6030 DRAW-2,34,1
6040 DRAW36,5,1
6050 DRAW37,-15,1
6060 DRAW6,-53,1
6070 CURSET112,109,1
6071 DRAW-4,36,1
6075 CURSET82,117,1
6076 CIRCLE5,1
6080 CURSET97,121,1
6081 CIRCLE5,1
6085 CURSET83,133,1
6086 DRAW4,-4,1
6087 DRAW9,10,1
6090 CURSET77,143,1
6091 DRAW-11,15,1
6092 DRAW-9,-8,1
6093 DRAW-3,5,1
6094 DRAW16,6,1
6095 DRAW10,-19,1
6100 CURSET124,139,1
6105 DRAW19,14,1
6110 DRAW-13,10,1
6115 DRAW6,5,1
6120 DRAW11,-18,1
6125 DRAW-16,-13,1
6500 PRINT"   C'EST DUR D'ETRE
     UN GLACON";
6600 WAIT300
6610 TEXT
6620 POKE618,10
6630 FORI=1TO4:MUSIC1,I,3,12:WAIT20:
     NEXT:PING
6640 RETURN
6999 END
8000 REM*****************************
8010 REM**FREEZE*BERT  PAR R.JUHEL *
8020 REM*****************************
```